

Da Eun Kim



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daeunk.github.io

EDUCATION

Stanford University

M.S. Candidate in Computer Science,
Human-Computer Interaction

March 2018

B.S. in Symbolic Systems,
Human-Computer Interaction

June 2017

SKILLS

C++/OpenGL ● ● ● ● ●

JavaScript ● ● ● ● ●

HTML/CSS ● ● ● ● ●

Python ● ● ● ● ●

Java ● ● ● ○ ○

Sketch ● ● ● ● ○

Figma ● ● ● ● ○

German ● ● ● ○ ○

Korean ● ● ● ○ ○

WORK EXPERIENCE

Google New York, NY

Current

Software Engineer

Working in Docs and Slides, helping users create beautiful and rich content

Pixar Animation Studios

Summer 2018

Post Production Engineering Intern

Joined a team of 4 engineers to create web applications for post production

Researched and improved performance of 1 web application with caching

Migrated 5 apps from PyQt4 to PyQt5

Tested the post production pipeline for remastering the Toy Story movies

Google Mountain View, CA

Summer 2017

Software Engineering Intern

Owned a feature for Google Earth

Engaged in active discussions with the PM and UX around the feature's vision

Presented a new demo of the feature almost weekly for 12 weeks

Google New York, NY

Summer 2016

Software Engineering Intern

Implemented the shape-recognition-from-drawing feature in Jamboard

Modified the feature to create dynamic shape entities rather than rasterized strokes

Collaborated with 2 UX designers to fit the playful vibe of the product

PERSONAL PROJECTS

spectrum

January-March 2018

spectrumthegame.github.io/spectrum

Created an iOS 2D mobile puzzle game where you pluck various strings to produce "traveling wave" forces that move a ball towards the goal

Won 2nd place out of 50 in an in class competition with judges from Blizzard and Riot

Hollywood & Foreign Actors

Sept.-Dec. 2017

Exploring Hollywood's Appeal to an International Audience Through Foreign Actors

Utilized D3 for data visualizations and Python for web scraping.

Compiled data on 1500 movies and 391 scripts to provide robust analyses

sense

April-June 2017

Tackling mental health issues through personalized verbal journaling

Built an Android voice recording app targeted towards users experiencing anxiety, stress, and other mental health issues

Spearheaded analytics, needfinding, and usability interviews with 15 users

Bridging the Gap

January-June 2016

Increasing transparency about college to those who don't know its value

Created a web application for alumni to share stories about college to first-generation, low-income minority high schoolers

Expanded the service to 4 high schools in the San Jose area